Erasmus+ Teacher Training in Rhodes: Artificial Intelligence Meets STEAM Education

How can artificial intelligence, project-based learning and gamification transform classroom teaching? This question was at the heart of the Erasmus+ teacher training course *Innovative STEAM Teaching with AI, PBL, and Gamification*, organised by **Europass Teacher Academy** in Rhodes, Greece, between **29 June and 4 July 2026**.

Representing **Miskolci SZC Baross Gábor Üzleti és Közlekedési Technikum**, ***Jobbagyne Fureder Anita, Rimanne Mucsonyi Andrea, Juhaszne Kassai Agnes*** had the opportunity to join teachers from several European countries to explore innovative educational approaches that combine technology, creativity and interdisciplinary learning.

Learning through innovation

The intensive one-week course introduced participants to the latest trends in STEAM education and demonstrated how artificial intelligence can become a practical assistant in everyday teaching. During the workshops, we explored a wide range of learner-centred methodologies, including Project-Based Learning (PBL), Inquiry-Based Learning, CLIL, Game-Based Learning, the Flipped Classroom approach and the Engineering Design Process.

Particular emphasis was placed on developing the **21st-century skills** that today's students need most: creativity, critical thinking, communication, collaboration and problem-solving.

Beyond the theoretical background, the course was highly practical. Every day we designed activities, tested new digital resources and reflected on how these methods can be adapted to different educational contexts.

Discovering the potential of Artificial Intelligence

One of the most exciting aspects of the training was learning how AI can support teachers rather than replace them.

We worked with innovative educational tools including **NotebookLM, Gemini Gems, MagicSchool AI, QuestionWell, Wayground and Suno**, exploring how they can help teachers generate lesson ideas, create quizzes, prepare learning materials, organise information and make assessment more engaging.

We also experimented with augmented reality applications, virtual STEM laboratories and digital makerspace activities that encourage students to learn through exploration and experimentation.

International teamwork and a successful final project

Throughout the week, participants worked in international teams, exchanging ideas and good practices from their own schools. This collaborative environment made it possible to compare different educational systems while developing solutions that can be adapted across Europe.

As our final assignment, our team designed and presented an interdisciplinary STEAM lesson entitled **"Eco-Trackers: Has Our Plastic Footprint Changed?"** The project combined English, environmental science, mathematics, computer science and engineering while encouraging students to investigate plastic pollution through inquiry, data analysis and creative problem-solving.

To present our lesson, we used **NotebookLM** to create an AI-generated presentation with English narration. The innovative format demonstrated how artificial intelligence can support teachers in communicating educational content in an engaging way. Our presentation received very positive feedback from both the course trainer and our international colleagues.

Learning beyond the classroom

Professional development was complemented by cultural experiences that allowed us to discover the rich history and traditions of Rhodes. Visits to the medieval Old Town, Lindos and Seven Springs provided excellent opportunities for intercultural exchange and strengthened the friendships formed during the course.

These informal moments were just as valuable as the workshops, reinforcing the idea that Erasmus+ is not only about learning new methods but also about building a European community of educators.

Bringing innovation back to Baross

The knowledge and practical experience gained during the mobility will soon be integrated into classroom practice at **Miskolci SZC Baross Gábor Üzleti és Közlekedési Technikum**. AI-supported educational tools, STEAM methodologies and project-based learning activities will enrich English lessons and future Erasmus+ projects.

The newly acquired knowledge will also be shared with colleagues through internal workshops and dissemination activities, ensuring that the benefits of the mobility extend beyond one participant and contribute to the school's digital development and internationalisation.

This Erasmus+ experience once again demonstrated that innovation in education is most effective when teachers learn together, experiment together and inspire one another. The week in Rhodes was not only a professional development opportunity but also an investment in the future of our students.